

## Asajj Ventress, Strike Leader



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## Asajj Ventress, Strike Leader

57

Hit Points

120

Defense

19

Attack

11

Damage

20



### Special Abilities

**Unique. Melee Attack; Double Attack**

**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

**Niman Style** (+2 Attack and +2 Defense while this character has more than half Hit Points remaining)

**Twin Attack** (Whenever this character attacks, she makes 1 extra attack against the same target)

### Force Powers

**Force 3**

**Force Grip 1** (Force 1, replaces attacks: sight; 10 damage)

**Master Speed** (Force 1: Can move 6 extra squares on her turn as part of her move)

**Sith Rage** (Force 1: +10 Damage on all attacks this turn)

### Commander Effect

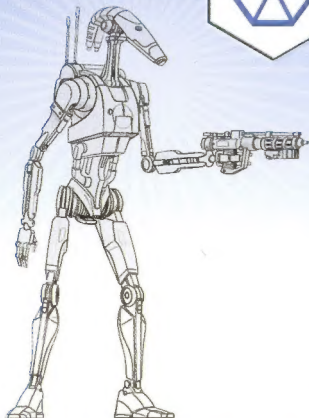
Followers within 6 squares score critical hits on attack rolls of natural 19 or 20 and deal triple damage instead of double on a critical hit.



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## Battle Droid



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## Battle Droid

4

Hit Points

10

Defense

9

Attack

0

Damage

10

### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)



*"Have you ever killed a Jedi?"*

*"No, never."*

*"Me neither."*

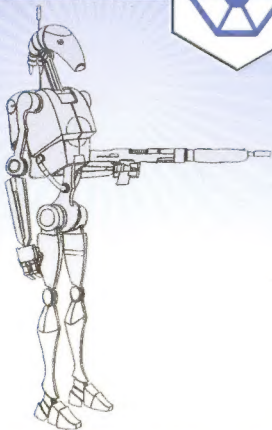


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## Battle Droid Sergeant



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## Battle Droid Sergeant

16

Hit Points

20

Defense

13

Attack

3

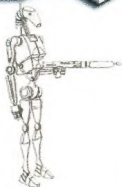
Damage

20

### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Roger Roger** (Non-Unique Droid allies within 6 squares get +10 Damage)



*"But I just got promoted!"*

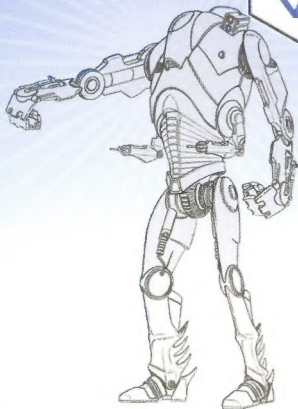


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## B3 Ultra Battle Droid



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## B3 Ultra Battle Droid

32

Hit Points

60

Defense

17

Attack

8

Damage

20



### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Triple Attack** (On its turn, this character can make 2 extra attacks instead of moving)

**Damage Reduction 10** (Whenever this character takes damage, reduce the damage dealt by 10. Attacks with lightsabers ignore this special ability.)

**Density Projector** (Ignores effects that force movement)

**Flamethrower 20** (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target)

**Missiles 30** (Replaces attacks: sight; 30 damage to target and to each character adjacent to that target; save II)



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## Captain Mar Tuuk



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## Captain Mar Tuuk

**14**

Hit Points

**40**

Defense

**14**

Attack

**5**

Damage

**10**

### Special Abilities

#### Unique

**Opportunist** (+4 Attack and +10 Damage against an enemy who has activated this round)

### Commander Effect

If this character can see an enemy at the start of a phase, you can increase or decrease the number of characters you activate in that phase by 1 (minimum 1). This can include Droid and Savage characters.



*"Skywalker's record shows he is a great warrior, and I want him to know it is I who has beaten him."*

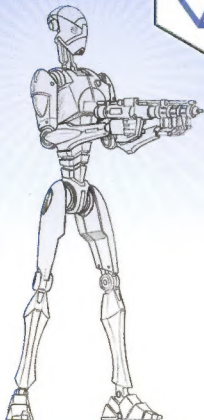


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## Commando Droid



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## Commando Droid

17

Hit Points

30

Defense

16

Attack

7

Damage

10

### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Squad Firepower** (+10 Damage while 3 allies with the same name as this character are within 6 squares)

**Twin Attack** (Whenever this character attacks, it makes 1 extra attack against the same target)



*Droid commandos are programmed to function in small groups, allowing them to effectively stage precise strikes.*

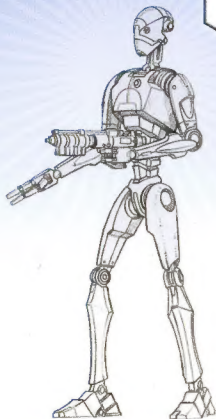


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## Commando Droid



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## Commando Droid

17

Hit Points

30

Defense

16

Attack

7

Damage

10



### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Squad Firepower** (+10 Damage while 3 allies with the same name as this character are within 6 squares)

**Twin Attack** (Whenever this character attacks, it makes 1 extra attack against the same target)

*The engineers at Baktoid Combat Automata produced the BX-Series droid commandos to carry out more subtle or delicate missions.*

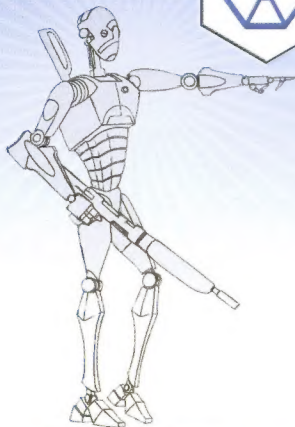


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## Commando Droid Captain



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## Commando Droid Captain

24

Hit Points

50

Defense

18

Attack

9

Damage

20

### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Double Attack** (On its turn, this character can make 1 extra attack instead of moving)

**Deadeye** (On this character's turn, if it doesn't move, it gets +10 Damage)

### Commander Effect

Droids are subject to this effect: Droid followers within 6 squares gain **Double Attack**.



*Commando droid captains direct squads of three to six commando droids and come loaded with tactical and strategic information.*



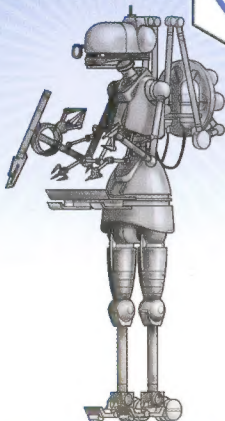
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## A4-Series Lab Droid



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## A4-Series Lab Droid

16

Hit Points

30

Defense

15

Attack

0

Damage

10



### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Melee Attack** (Can attack only adjacent enemies)

**Repair 30** (Replaces attacks: touch; remove 30 damage from 1 Droid character)

*MerenData modified their EV-series droids to produce the A4-series assistants. Fortunately, they corrected the programming glitch that produced sadistic streaks in so many droids.*

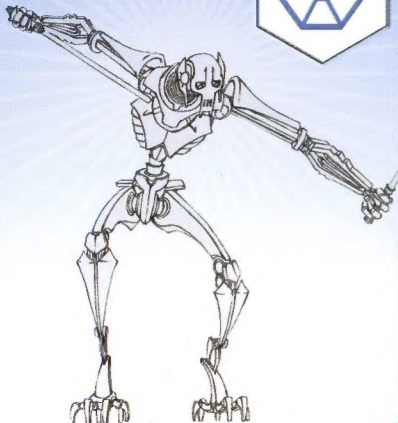


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## General Grievous, Scourge of the Jedi



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## General Grievous, Scourge of the Jedi

63

Hit Points

130

Defense

19

Attack

11

Damage

20

### Special Abilities

#### Unique

#### Melee Attack; Double Attack

**Cyborg** (Counts as both a Droid and a non-Droid; living; subject to critical hits and commander effects)

**Jedi Hunter** (+4 Attack and +10 Damage against enemies with Force ratings)

**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)

#### Commander Effect

Droids are subject to this effect: Droid followers within 6 squares get +4 Attack and gain **Extra Attack** (On its turn, this character can make 1 cumulative extra attack instead of moving).



*"I will rest when the Jedi are dead."*



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## General Whorm Loathsom



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## General Whorm Loathsom

20

Hit Points

70

Defense

17

Attack

11

Damage

10

### Special Abilities

Unique

### Commander Effect

Droids are subject to this effect: Followers within 6 squares gain **Twin Attack** (Whenever this character attacks, it makes 1 extra attack against the same target).



*The brilliant but vain General Loathsom's ego was his undoing at the Battle of Christophsis*

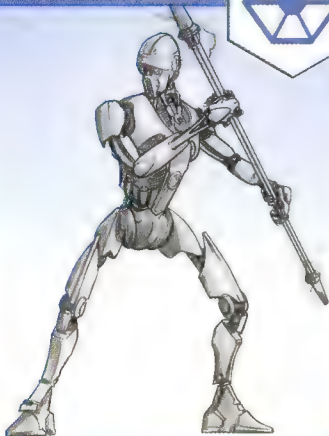


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# IG-100 MagnaGuard



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# IG-100 MagnaGuard

16

Hit Points

60

Defense

18

Attack

8

Damage

20

## Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Melee Attack** (Can attack only adjacent enemies)

**Lightsaber Resistance** (+2 Defense when attacked by an adjacent enemy with a Force rating)

**Electrostaff +10** (+10 Damage against adjacent nonliving enemies. An adjacent living enemy hit by this character's attack is considered activated this round; save 11.)



*Droid bodyguards ensure that no living being need give up its life for its charge.*



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# IG-100 MagnaGuard Artillerist



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# IG-100 MagnaGuard Artillerist

21

Hit Points

60

Defense

16

Attack

8

Damage

20

## Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Melee Attack** (Can attack only adjacent enemies)

**Lightsaber Resistance** (+2 Defense when attacked by an adjacent enemy with a Force rating)

**Electrostaff +10** (+10 Damage against adjacent nonliving enemies. An adjacent living enemy hit by this character's attack is considered activated this round; save 11.)

**Missiles 30** (Replaces attacks: sight; 30 damage to target and to each character adjacent to that target; save 11)



*General Grievous commissioned several models of MagnaGuard droids to serve as his personal entourage.*



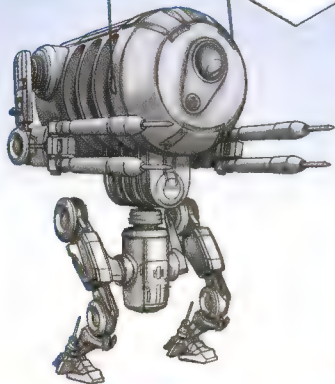
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## LR-57 Combat Droid



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## LR-57 Combat Droid

**30**

Hit Points

**70**

Defense

**16**

Attack

**6**

Damage

**20**

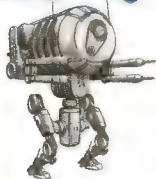
### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Double Attack** (On its turn, this character can make 1 extra attack instead of moving)

**Ambush** (This character can move and then make all its attacks against 1 enemy who has not activated this round)

**Twin Attack** (Whenever this character attacks, it makes 1 extra attack against the same target)



*The separatist Retail Caucus employed these modified battle droids as sentinels. Among other roles, they guarded the energy shield projector at the Battle of Christophsis*

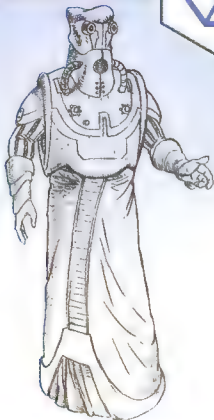


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# Wat Tambor, Techno Union Foreman



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# Wat Tambor, Techno Union Foreman

43

Hit Points

70

Defense

19

Attack

9

Damage

20



## Special Abilities

### Unique

**Droid Mark** (When this character activates, you can choose an allied Droid character within 6 squares. Until the start of the next round, that character gains **Draw Fire** [If an enemy targets an ally within 6 squares of this character, you can force that enemy to target this character instead if it can; save 1]).

**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1)

**Immediate Droid Reserves 20** (If you roll exactly 5, 10, 15, or 20 for initiative, you can add up to 20 points of non-Unique Droid characters from any faction to your squad, adjacent to this character, immediately before your first activation of the round.)

**Repair 20** (Replaces attacks: touch; remove 20 damage from 1 Droid character)

**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)

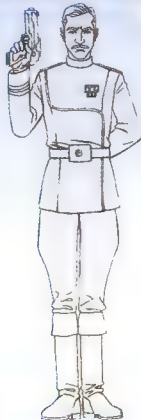


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# Admiral Yularen



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# Admiral Yularen

21

Hit Points

40

Defense

16

Attack

7

Damage

10



## Special Abilities

### Unique

**It's a Trap!** (Enemies with Stealth within 6 squares lose Stealth)

**Opportunist +20** (+4 Attack and +20 Damage against an enemy who has activated this round)

**Recon** (Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy)

## Commander Effect

Followers without the Melee special ability gain **Opportunist +10** (+4 Attack and +10 Damage against an enemy who has activated this round).

*A dedicated former Intelligence officer, Admiral Yularen faithfully served Palpatine in the Clone Wars and afterward.*



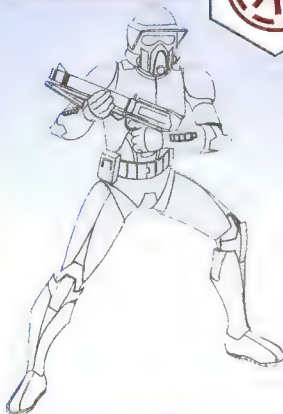
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# ARF Trooper



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# ARF Trooper

11

Hit Points

10

Defense

15

Attack

8

Damage

20

## Special Abilities

### Order 66

**Recon** (Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy)

**Squad Cover** (+4 Defense while 3 allies with the same name as this character are within 6 squares)

**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



*The Advanced Reconnaissance Fighter (ARF) Trooper is trained for a variety of roles, including forward scouting and piloting AT-RT units.*



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## AT-TE Driver



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## AT-TE Driver

9

Hit Points

10

Defense

16

Attack

6

Damage

20



### Special Abilities

Order 66

**Ground Pilot +2** (Allies with Mounted Weapon who start their moves adjacent to this character get +2 Speed)

*Specially trained clone troopers pilot the massive, six-legged AT-TE walkers in combat.*



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## Captain Argyus



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## Captain Argyus

29

Hit Points

70

Defense

19

Attack

10

Damage

20

### Special Abilities

Unique

**Close-Quarters Fighting** (+4 Attack against adjacent enemies)

**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)

### Commander Effect

Followers whose names contain Senate gain **Close-Quarters Fighting** and **Twin Attack**.



*"As successful a rescue as one could hope for, Viceroy. I'll be a legend for this."*



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## Clone Trooper Pilot



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## Clone Trooper Pilot

9

Hit Points

20

Defense

15

Attack

8

Damage

10



### Special Abilities

Order 66

Pilot

**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

**Gunner +20** (Can combine fire with adjacent allies who have Mounted Weapon, granting +20 Damage)

*Clone troopers piloting ARC-170 and V-wing fighters were an integral part of the Republic war effort.*



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## Clone Trooper Sergeant



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## Clone Trooper Sergeant

10

Hit Points

20

Defense

14

Attack

10

Damage

10



**Special Abilities**  
Order 66

**Commander Effect**

Trooper followers within 6 squares score critical hits on attack rolls of natural 19 or 20.

*Clone sergeants lead squads of nine troopers and assist clone lieutenants in trooper platoons. Clones almost always follow this rigid command structure.*



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## Clone Trooper with Night Vision



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## Clone Trooper with Night Vision

13

Hit Points

10

Defense

13

Attack

6

Damage

20



### Special Abilities

Order 66

**Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)

*Just because you never see them coming  
doesn't mean they don't see you.*



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## Clone Trooper with Repeating Blaster



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## Clone Trooper with Repeating Blaster

23

Hit Points

20

Defense

14

Attack

8

Damage

20

### Special Abilities

**Order 66**

**Quadruple Attack** (On his turn, this character can make 3 extra attacks instead of moving)



*Clones armed with repeating blasters lay down suppression fire and eliminate large groups of tightly packed enemies.*



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## Commander Ahsoka



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## Commander Ahsoka

24

Hit Points

70

Defense

20

Attack

9

Damage

20

### Special Abilities

Unique

**Melee Attack; Double Attack**

**Rolling Cleave** (Once per turn, if this character defeats an adjacent enemy by making an attack, she can immediately move 1 square and then make 1 attack against another adjacent enemy without provoking an attack of opportunity)

### Force Powers

Force 3

**Lightsaber Defense** (Force 1: When hit by an attack, this character takes no damage with a save of 11)

### Commander Effect

Followers within 6 squares gain **Rolling Cleave**.



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## Commander Cody



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## Commander Cody

23

Hit Points

50

Defense

16

Attack

11

Damage

20



### Special Abilities

Unique

Order 66

**Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)

**Deadly Attack** (Scores a critical hit on an attack roll of natural 19 or 20)

**Flurry Attack** (When this character scores a critical hit, he can make 1 immediate extra attack)

**Rapport** (Characters named Clone Trooper cost 1 less when in the same squad as this character)

### Commander Effect

Followers with Order 66 within 6 squares gain **Deadly Attack** and **Flurry Attack**.



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## Captain Rex, 501st Commander



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## Captain Rex, 501st Commander

41

Hit Points

80

Defense

16

Attack

13

Damage

30



### Special Abilities

**Unique**

**Order 66**

**Flight** (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

**Greater Mobile Attack** (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.)

### Commander Effect

Allies with Order 66 that end their moves within 6 squares of this character can move 2 extra squares at the end of their turns.



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## Elite Senate Guard



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## Elite Senate Guard

18

Hit Points

50

Defense

17

Attack

8

Damage

30



### Special Abilities

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

**Bodyguard** (If an adjacent ally would take damage from an attack, this character can take the damage instead)

**Heavy Weapon** (Can't attack and move in the same turn)

*The distinctive blue garb of the Senate Guard symbolized order and security throughout Galactic City for thousands of years.*



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## 501st Clone Trooper



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## 501st Clone Trooper

13

Hit Points

20

Defense

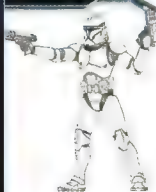
14

Attack

8

Damage

20



### Special Abilities

**Order 66**

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

**Squad Assault** (+4 Attack while 3 allies with the same name as this character are within 6 squares)

*The elite 501st Legion, led by Captain Rex, served under Anakin Skywalker in the early battles of the Clone Wars*



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# General Skywalker



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# General Skywalker

47

Hit Points

100

Defense

20

Attack

12

Damage

20

## Special Abilities

**Unique. Melee Attack; Double Attack**  
**Djem So Style** (Whenever this character is hit by a melee attack, make a save of 11. On a success, this character can make an immediate attack against that attacker.)  
**Greater Mobile Attack; Momentum** (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)

## Force Powers

**Force 5**

**Force Push 2** (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)

**Knight Speed** (Force 1: Can move 4 extra squares on his turn as part of his move)

**Lightsaber Defense** (Force 1: When hit by an attack, takes no damage with a save of 11)

## Commander Effect

Followers who end their move within 6 squares of this character gain **Momentum**



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## Jedi Master Kit Fisto



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## Jedi Master Kit Fisto

60

Hit Points

130

Defense

20

Attack

11

Damage

20



### Special Abilities

Unique

**Melee Attack; Double Attack**

**Shii-Cho Style** (+4 Attack and +4 Defense when 3 or more enemies are within 6 squares)

**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)

### Force Powers

Force 4

**Lightsaber Precision** (Force 1: This character gets +10 Damage on his next attack)

**Surprise Move** (Force 1: Once per round, after initiative is determined, this character can immediately move up to his speed before any other character activates)



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Nahdar Vebb



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Nahdar Vebb

17

Hit Points

60

Defense

17

Attack

8

Damage

20

### Special Abilities

Unique

Melee Attack; Double Attack

### Force Powers

Force 2

**Force Push 1** (Force 1, replaces attacks: range 6; 1D damage; push back target 1 square if Huge or smaller)

**Lightsaber Deflect** (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)



*This young Mon Calamari was Padawan to Kit Fisto, but as a Jedi Knight he was impetuous and given to using the Force recklessly.*



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# Obi-Wan Kenobi, Jedi General



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# Obi-Wan Kenobi, Jedi General

66

Hit Points

120

Defense

22

Attack

14

Damage

20



## Special Abilities

### Unique

**Flight** (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

### Melee Attack; Double Attack

**Mettle** (If this character spends 1 Force point to reroll, add +4 to the result)

**Soresu Style Mastery** (When hit by an attack, this character takes no damage with a save of 11)

## Force Powers

### Force 5

**Surprise Move** (Force 1; Once per round, after initiative is determined, this character can immediately move up to his speed before any other character activates)

## Commander Effect

Allies within 6 squares gain **Extra Attack** (On its turn, this character can make 1 cumulative extra attack instead of moving).



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## Senate Commando



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## Senate Commando

20

Hit Points

50

Defense

18

Attack

9

Damage

30



### Special Abilities

**Double Attack** (On his turn, this character can make 1 extra attack instead of moving)

*Elite operatives of the Senate Guard, Senate commandos pursued fugitives to distant worlds. They also served as Palpatine's bodyguards until the creation of his Royal Guards*



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# Aqualish Technician



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# Aqualish Technician

8

Hit Points

10

Defense

13

Attack

3

Damage

10

## Special Abilities

**Melee Attack** (Can attack only adjacent enemies)

**Bloodthirsty** (+10 Damage on melee attacks against enemies at half Hit Points or less)

**It's a Trap!** (Enemies with Stealth within 6 squares lose Stealth)

**Rangefinder** (Replaces attacks: Adjacent allies who do not move get +4 Attack against nonadjacent enemies this round)



*"Just bang on it with the hydrospanner!"*



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# Cad Bane



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# Cad Bane

54

Hit Points

80

Defense

19

Attack

10

Damage

20



## Special Abilities

**Unique**

**Flight; Double Attack**

**Bounty Hunter +6** (+6 Attack against Unique enemies)

**Evade** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 1)

**Greater Mobile Attack** (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.)

**Stealth** (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

**Twin Attack** (Whenever this character attacks, he makes 1 extra attack against the same target)



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Hondo Ohnaka



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Hondo Ohnaka

35

Hit Points

70

Defense

18

Attack

10

Damage

20

### Special Abilities

#### Unique

**Accurate Shot** (Can attack an enemy with cover even if it's not the nearest enemy)

**Cunning Attack +20** (+4 Attack and +20 Damage against an enemy who has not activated this round)

**Deadeye** (On this character's turn, if he doesn't move, he gets +10 Damage)

### Commander Effect

Followers whose name contains Pirate gain **Accurate Shot**.



*"Even a Sith Lord is no match for my warriors. Put up quite a fight! Blasters. Cannons. That glowy thing. Vmm! Vmmm!"*



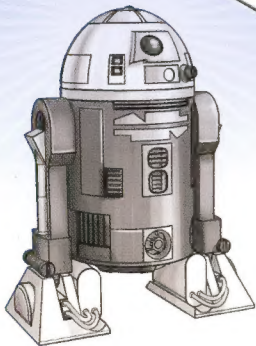
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## R7 Astromech Droid



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## R7 Astromech Droid

8

Hit Points

40

Defense

16

Attack

0

Damage

0

### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Ion Shielding** (Can ignore special abilities that affect only nonliving targets)

**Override** (At the end of its turn, this character can designate 1 door that it can see as open or closed; it remains open or closed until the end of this character's next turn, or until it is defeated)



*Pla Koon and Ahsoka Tano both used prototype R7 droids during the Clone Wars.*



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# Rodian Trader



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# Rodian Trader

**10**

Hit Points

**10**

Defense

**14**

Attack

**4**

Damage

**10**

## Special Abilities

**Medical Supplies** (Replaces turn: Choose 1 adjacent ally to gain **Heal 10** [Replaces attacks: touch; remove 10 damage from a living character] for the rest of the skirmish)

**Munitions Supplies** (Replaces turn: Choose 1 adjacent ally to gain **Grenades 10** [Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 1]) for the rest of the skirmish)



*Traders and merchants who are willing to risk their necks to travel into war zones can usually make a tidy profit during times of conflict.*

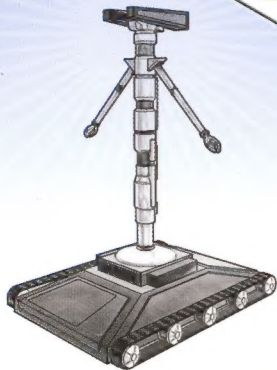


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# Treadwell Droid



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# Treadwell Droid

10

Hit Points

30

Defense

16

Attack

0

Damage

0

## Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**It's a Trap!** (Enemies with Stealth within 6 squares lose Stealth)

**Targeting** (Until the end of the round, target enemy has -4 Defense)



*This modified WED Treadwell droid is outfitted for long-range detection.*



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## Weequay Pirate



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## Weequay Pirate

10

Hit Points

10

Defense

15

Attack

8

Damage

10

### Special Abilities

**Cunning Attack** (+4 Attack and +10 Damage against an enemy who has not activated this round)



*The devious Weequay take to a life of piracy with disturbing ease.*



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